

FIG. 1

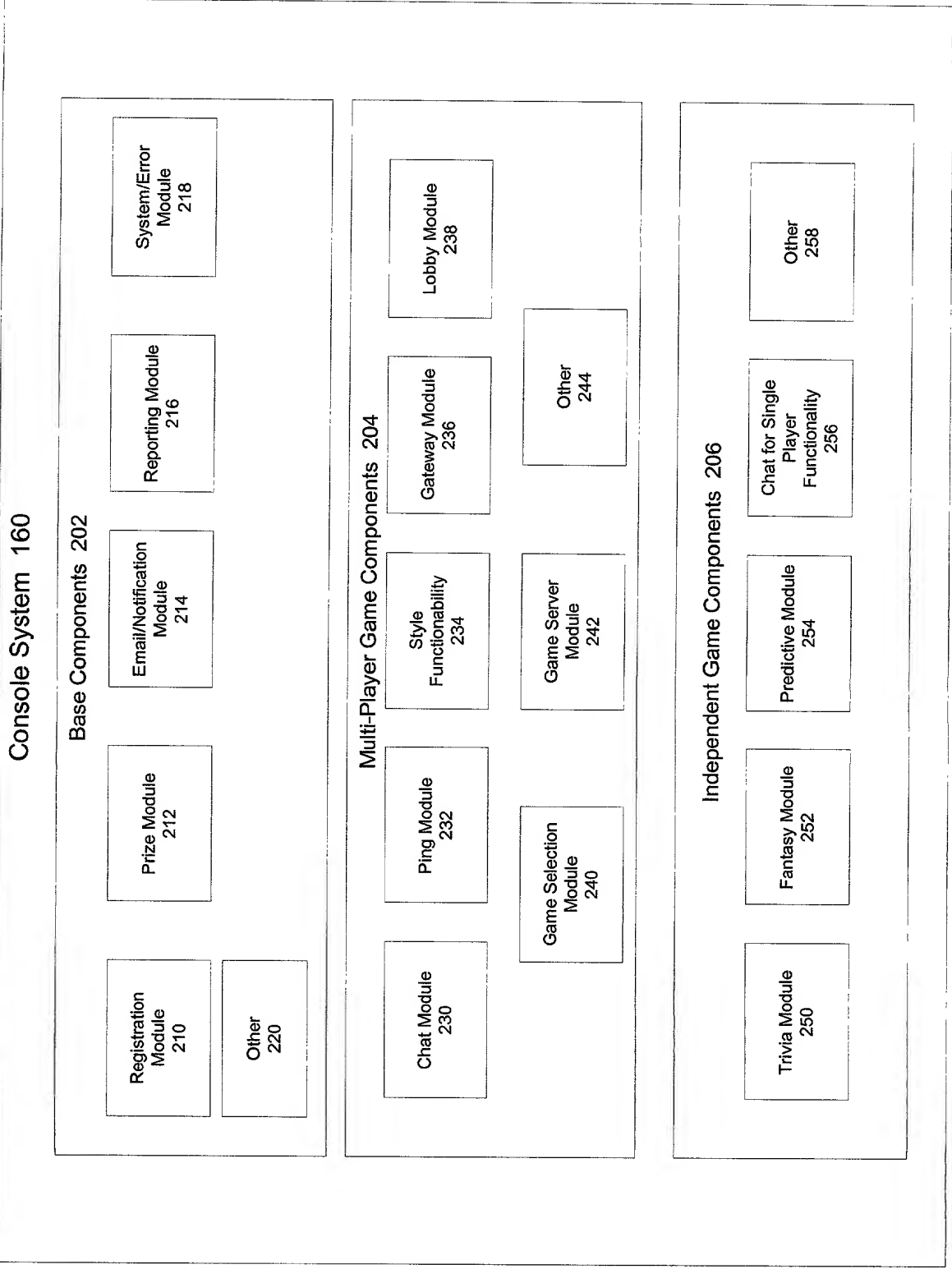


FIG. 2

FIG. 3 is a block diagram of a system 300 for providing a game environment. The system 300 includes a gateway 310 and a plurality of game environments 320. The gateway 310 is configured to receive requests from a client device 330 and to route the requests to the appropriate game environment 320. The game environments 320 are configured to provide a game environment to the client device 330. The system 300 is configured to provide a game environment to the client device 330.

300

The Gateway

Lobbies 310	Players Online 320
Ant Hill - link Coyote Gulch - link Hippo Swamp (full) Mosquito Pool (full)	10 15 59 54

312

314

FIG. 3

FIG. 4 is a schematic diagram of a lobby interface 400. The lobby interface 400 includes a menu options section 440, a branding section 450, a games table 420, a chat area 430, and a players table 420. The menu options section 440 includes buttons for Play 442, Create Game 444, and Invite Player 446. The branding section 450 is a rectangular area. The games table 420 is a table with four rows and two columns. The first column contains player IDs #1, #2, #3, and #4. The second column contains player names Player 1, Player 1, etc..., and etc... The chat area 430 is a large rectangular area. The players table 420 is a table with two columns. The first column contains player IDs #1, #2, #3, and #4. The second column contains player names Player 1, Player 1, etc..., and etc... The branding section 450 is a rectangular area.

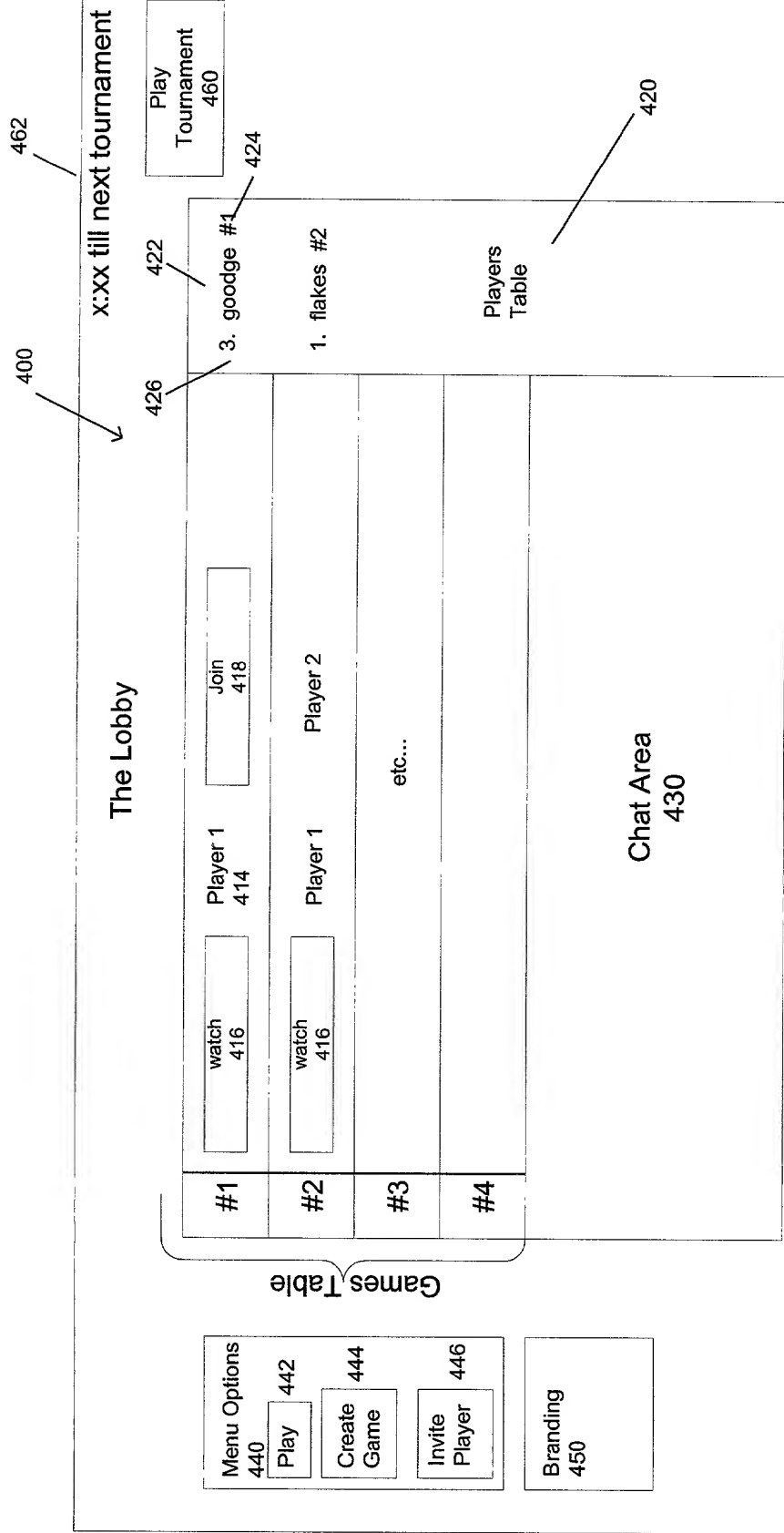


FIG. 4

500

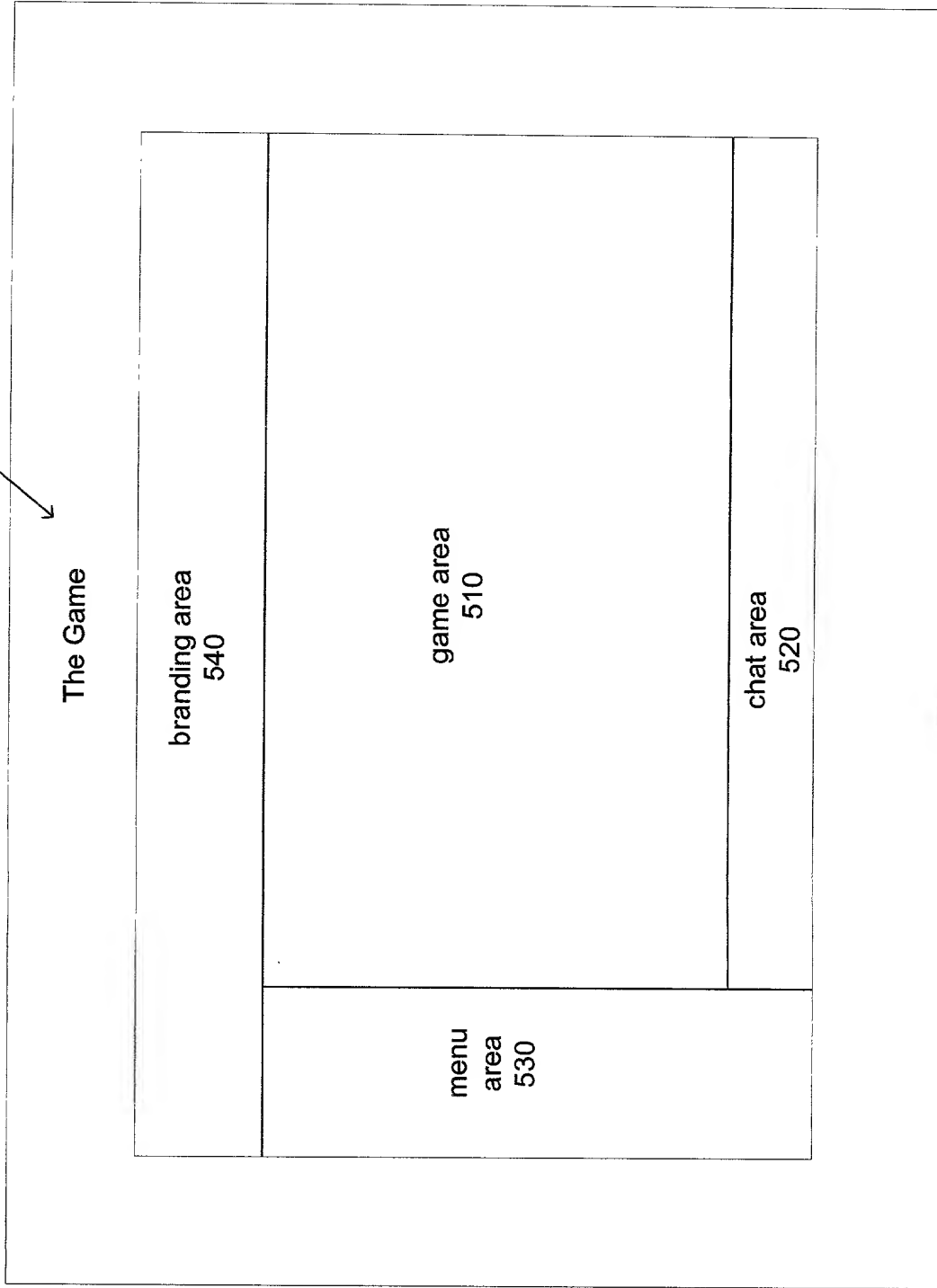


FIG. 5

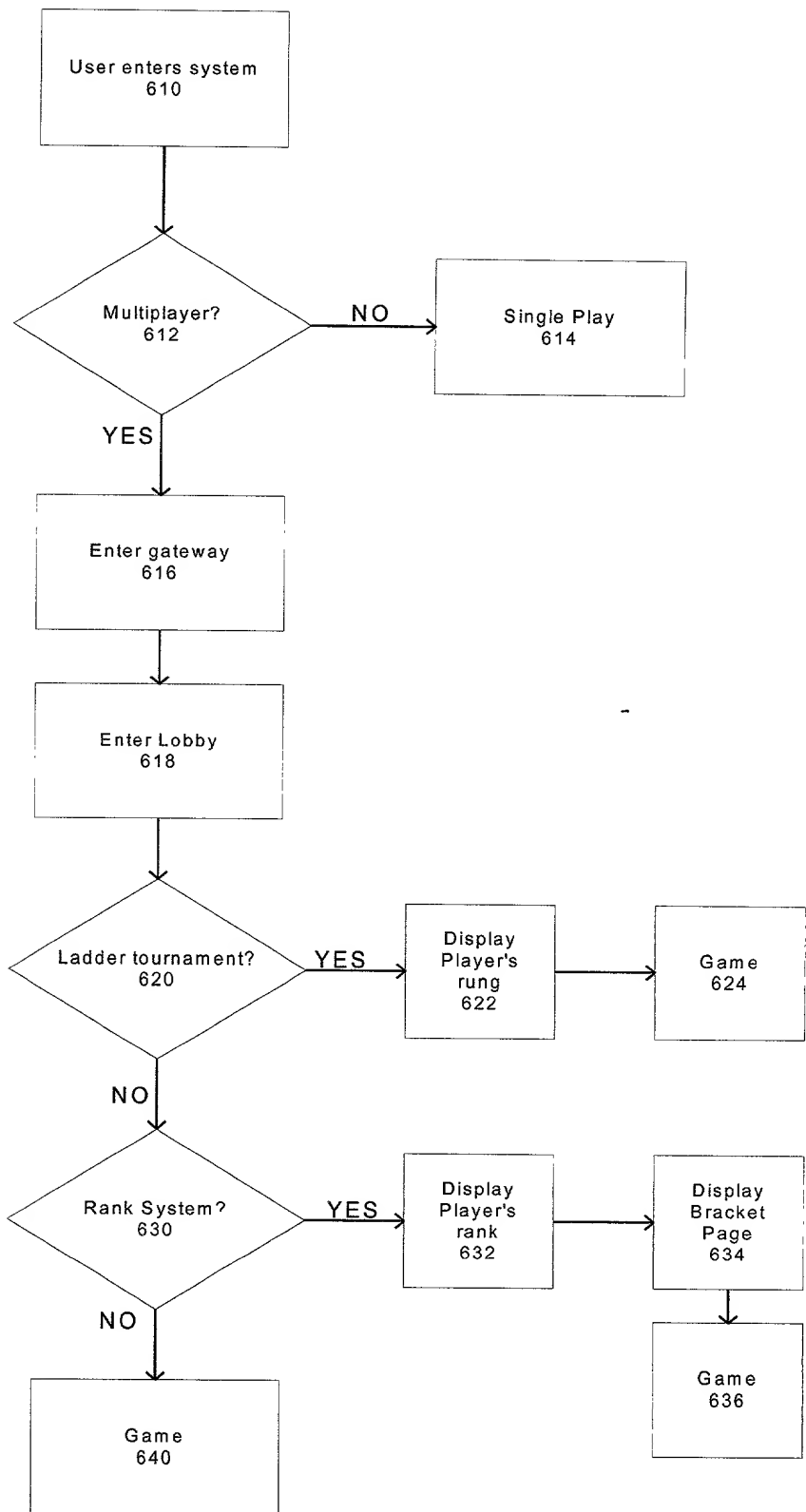


FIG. 6